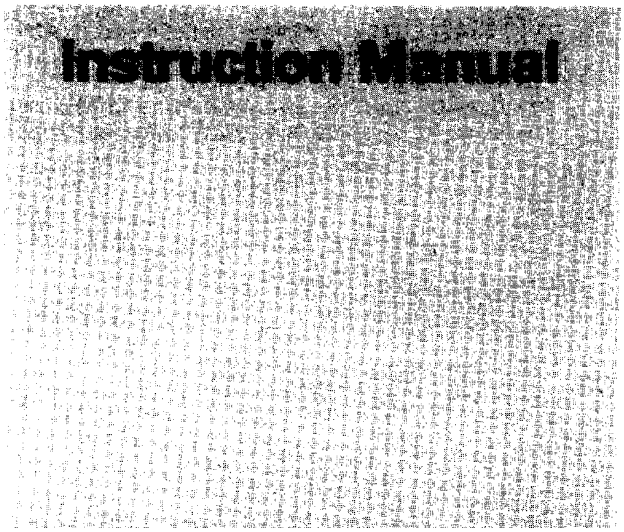
Artistry in Sound

ONKYO

DX-7500/5500

Compact Disc Player



• *Congratulations on your purchase of the ONKYO DX-7500/5500 CD Player.* • *Please read this manual thoroughly before making connections and turning power on.* • *Following the instructions in this manual will enable you to obtain optimum performance and listening enjoyment from your new DX-7500/5500.* • *Please retain this manual for future reference.*

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Features

- **Discrete Left and Right Channel 18-bit D/A converters with Opto-Drive***
  Onkyo's Opto-Drive is a revolutionary new type of steady state current supply which ensures that the output from the D/A converters is completely free of electromagnetic interference. Instead of using a conventional zener diode as a current source, Opto-Drive uses a phototransistor to convert light energy into electricity.The output is then amplified and used as the steady state current supply.
  Both the DX-7500 and DX-5500 feature two such "Opto-Drive" D/A converters: one each for the left and right channel signals. Using discrete D/A converters eliminates phase differences between the stereo channels which can cause muddy, unfocused sound.
  Finally, true 18-bit D/A conversion expands dynamic range and S/N ratio — a significant advance compared with earlier 14- or 16-bit systems. Delicate musical nuances which could be masked by noise from semiconductors, etc. in conventional CD players emerge with crystal clarity for stunningly vibrant, detailed sound reproduction.
- **Opto-Coupling***
  Onkyo's Opto-Coupling keeps digital pulse noise out of the analog circuitry by electrically isolating the digital block. Beams of light, not electricity, transmit the necessary signals via a "bridge" composed of photocouplers and Onkyo's "Opto-Coupling Modules." (In the DX-7500, a full six data signals are transmitted optically, two via Opto-Coupling modules.)Since there is no electrical contact at all between the digital and analog blocks, DSI (digital signal interference) doesn't even have a chance to develop. The resulting sound is clear and lifelike, without the harshness sometimes associated with the CD format.
- **Optical and Electrical Coaxial Outputs**
  Users with amplifiers equipped with digital input facilities or outboard D/A converters can take their choice between two types of digital output. Digital data transfer between CD player and amplifier provides unmatched signal integrity. Optical transfer boasts the additional advantage of eliminating any possibility of electrical interference "looping" from CD player to amplifier via the AC power supply.

CAUTION

TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

- The lightning flash with arrowhead symbol, within an equilateral triangle, is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

- The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

WARNING

TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

- For models having power cords with a polarized plug.

CAUTION: TO PREVENT ELECTRIC SHOCK DO NOT USE THIS (POLARIZED) PLUG WITH AN EXTENSION CORD, RECEPTACLE OR OTHER OUTLET UNLESS THE BLADES CAN BE FULLY INSERTED TO PREVENT BLADE EXPOSURE.

- Sur les modèles dont la fiche est polarisée.

ATTENTION: POUR PRÉVENIR LES CHOCS ÉLECTRIQUES NE PAS UTILISER CETTE FICHE POLARISÉE AVEC UN PROLONGATEUR UNE PRISE DE COURANT OU UNE AUTRE SORTIE DE COURANT, SAUF SI LES LAMES PEUVENT ÊTRE INSÉRÉES À FOND SANS EN LAISSER AUCUNE PARTIE À DÉCOUVERT.

Important safeguards

1. **Read Instructions** – All the safety and operating instructions should be read before the appliance is operated.
2. **Retain Instructions** – The safety and operating instructions should be retained for future reference.
3. **Heed Warnings** – All warnings on the appliance and in the operating instructions should be adhered to.
4. **Follow Instructions** – All operating and use instructions should be followed.
5. **Water and Moisture** – The appliance should not be used near water – for example, near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, and the like.
6. **Carts and Stands** – The appliance should be used only with a cart or stand that is recommended by the manufacturer.

6A. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.

PORTABLE CART WARNING

S3125A

7. **Wall or Ceiling Mounting** – The appliance should be mounted to a wall or ceiling only as recommended by the manufacturer.
8. **Ventilation** – The appliance should be situated so that its location or position does not interfere with its proper ventilation. For example, the appliance should not be situated on a bed, sofa, rug, or similar surface that may block the ventilation openings; or, placed in a built-in installation, such as a bookcase or cabinet that may impede the flow of air through the ventilation openings.
9. **Heat** – The appliance should be situated away from heat sources such as radiators, heat registers, stoves, or other appliances (including amplifiers) that produce heat.
10. **Power Sources** – The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.
11. **Grounding or Polarization** – The precautions that should be taken so that the grounding or polarization means of the appliance is not defeated.
12. **Power-Cord Protection** – Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.
13. **Cleaning** – The appliance should be cleaned only as recommended by the manufacturer.
14. **Nonuse Periods** – The power cord of the appliance should be unplugged from the outlet when left unused for a long period of time.
15. **Object and Liquid Entry** – Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.
16. **Damage Requiring Service** – The appliance should be serviced by qualified service personnel when:
    A. The power-supply cord or the plug has been damaged; or
    B. Objects have fallen, or liquid has been spilled into the appliance; or
    C. The appliance has been exposed to rain; or
    D. The appliance does not appear to operate normally or exhibits a marked change in performance; or
    E. The appliance has been dropped or the enclosure damaged.
17. **Servicing** – The user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

SPECIAL CAUTIONS FOR COMPACT DISC PLAYER

- This Compact Disc Player contains a semiconductor laser system and is classified as a "CLASS 1 LASER PRODUCT". So, to use this model properly, read this Owner's Manual carefully. In case of any trouble, please contact the store where you purchased the unit. To prevent being exposed to the laser beam, do not try to open the enclosure.
- The laser is covered by a housing which prevents exposure during operation or maintenance. However, this product is classified as a Laser Product by CDRH (Center for Devices and Radiological Health) which is a department of the Food and Drug Administration. According to their regulations 21 CFR section 1002.30, all manufacturers who sell Laser Products must maintain records of written communications between the manufacturer, dealers and customers concerning radiation safety. If you have any complaints about instructions or explanations affecting the use of this product, please feel free to write to the address on the back page of this manual. When you write us, please include the model number and serial number of your Compact Disc Player. In order for us to be able to communicate with you in the future concerning this matter, please be certain to fill out and return the enclosed warranty registration card.
- In compliance with Federal Regulations, the certification, identification and the period of manufacture are indicated on the rear panel.
- DANGER:
  INVISIBLE LASER RADIATION WHEN OPEN AND INTERLOCK FAILED OR DEFEATED. AVOID DIRECT EXPOSURE TO BEAM.
- CAUTION:
  THIS PRODUCT UTILIZES A LASER. USE OF CONTROLS OR ADJUSTMENTS OR PERFORMANCE OF PROCEDURES OTHER THAN THOSE SPECIFIED HEREIN MAY RESULT IN HAZARDOUS RADIATION EXPOSURE.
- **Notice Concerning FCC Regulations**

This equipment generates and uses radio frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
Reorient the receiving antenna.
Relocate the unit with respect to the receiver. Move the unit away from the receiver. Plug the unit into a different outlet so that the unit and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to identify and Resolve Radio-TV interference problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Precautions

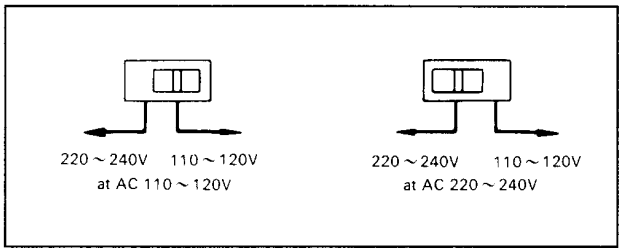
1. **Warranty Card**
   The serial number is written on the rear panel of this unit. Copy the serial number and model number onto your warranty card and keep it in a safe place.
2. **Power**
   WARNING
   BEFORE TURNING ON POWER FOR THE FIRST TIME, READ THE FOLLOWING SECTION CAREFULLY.
   - Some models are designed for use only with the power supply voltage of the region where they are sold.

USA & Canadian models:	AC120V, 60Hz
Worldwide models (DX-7500):	AC110 ~ 120V, AC220 ~ 240V switchable, 50/60Hz
(DX-5500):	AC110V, 120V, 220V, 240V switchable, 50/60Hz

   - **Voltage Selector (Rear Panel)**
     Worldwide models are equipped with a voltage selector to conform with local power supplies. Be sure to set this switch to match the voltage of the power supply in your area before turning the power switch on.

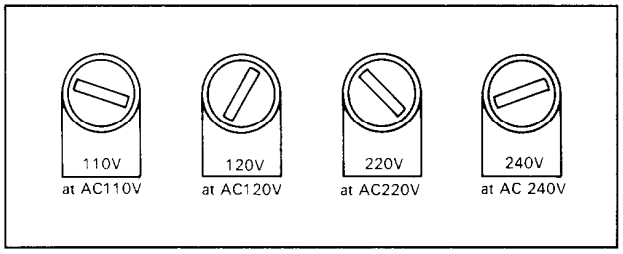
(DX-7500)

Voltage is changed by sliding the groove in the switch with a screwdriver to the right or left. Confirm that the switch has been moved all the way to the right or left before turning the power switch on. Models without a voltage selector can only be used in areas where the power supply is the same as that of the unit.



(DX-5500)

Voltage is changed by switching the voltage selector with a screwdriver or similar instrument to the 110V, 120V, 220V and 240V position. Confirm that the selector has been set to the correct position before turning the power switch on.



If there is no voltage selector switch on the unit you have purchased, it can only be used in areas where the power supply voltage is the same as that of the unit.

3. Do Not Touch the Player with Wet Hands

Do not handle the player or power cord when your hands are wet or damp. If water or any other liquid enters the player cabinet, take the player to an authorized service station for inspection.

4. Location of the Player

- Place the Player in a Well-Ventilated Location.
  Take special care to provide plenty of ventilation on all sides of the player especially when it is placed in an audio rack. If ventilation is blocked, the player may overheat and malfunction.
- Do not expose the player to direct sunlight or heating units as the player's internal temperature may rise and shorten the life of the pickup.
- Avoid damp and dusty places and places directly affected by vibrations from the speakers. In particular, avoid placing the unit on or above one of the speakers.
- Be sure the player is placed in a horizontal position. Never place it on its side or on a slanted surface as it may malfunction.
- Do Not Place Near Tuners and TV Sets.
  If placed next to a TV or other tuner, it may cause reception interference resulting in some noise in the TV or tuner output.

5. Care

From time to time you should wipe off the front and rear panels and the cabinet with a soft cloth. For heavier dirt, dampen a soft cloth in a weak solution of mild detergent and water, wring it out dry, and wipe away the dirt. Following this, dry immediately with a clean cloth. Do not use rough material, thinners, alcohol or other chemical solvents or cloths since these may damage the finish or remove the panel lettering.

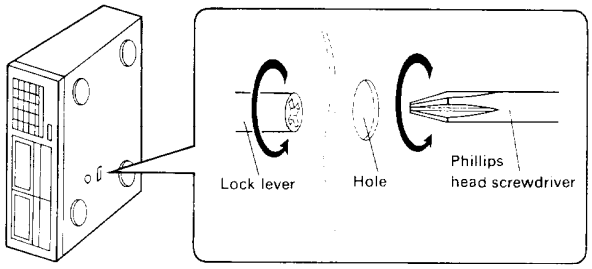
6. Points to Remember

- If the player is brought from a cold enviroment to a warm one or is in a cold room that is quickly heated, dew may form on the pickup preventing proper operation. In this case, remove the disc and leave the power ON for about one hour to remove the dew.
- Always close the disc tray when not loading or unloading discs to protect delicate internal parts from dust.
- When transporting the player. be careful not to bump it .

Before using this unit

How to Release the Transport Lock

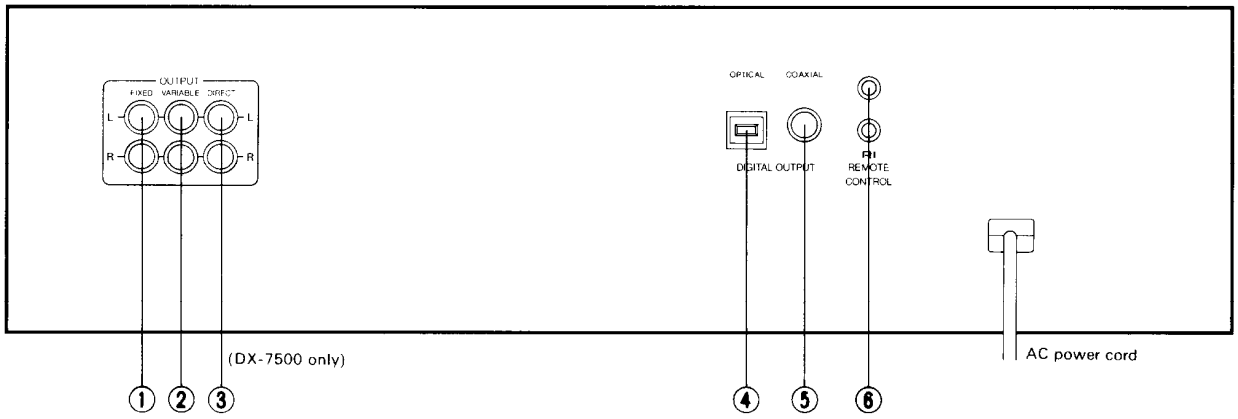
To protect the optical assembly including the laser pickup from vibration related damage during shipping, this unit is equipped with a transport lock lever located on the base.



- Use a screwdriver to turn the lock lever (about 90°) in the round hole in the direction of arrow (C).
- Before transporting the unit again, stand it with its left side facing down, and turn on the power. Wait 2-3 seconds and then turn the lock lever in the opposite direction of the arrow.

System connections

- Do not plug in the power cord until all connections have been made.



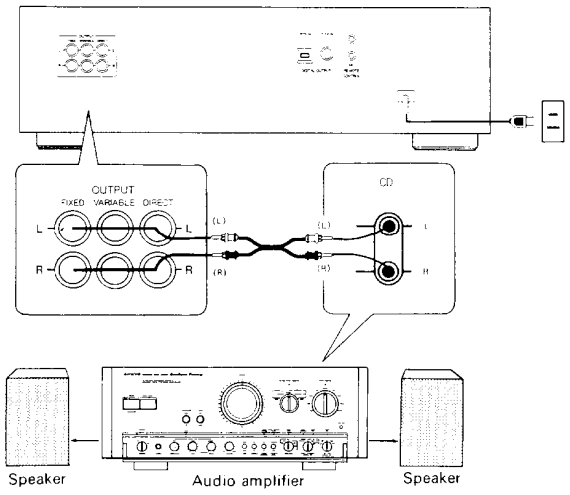
① **Output jacks (FIXED)**
② **Output jacks (VARIABLE)**
③ **Output jacks (DIRECT) (DX-7500 only)**
④ **Digital output jack (OPTICAL)**
A digital optical output jack.
⑤ **Digital output jack (COAXIAL)**
A 75-ohm digital coaxial output jack
⑥ **Remote Control jacks (RI REMOTE CONTROL)**
Connects with ONKYO products bearing the RI mark.

Connecting to the analog OUTPUT jacks

- Connect the OUTPUT jacks of this unit to the AUX or CD input jacks of an amplifier. When making connections, be sure that the left and right channel connections are not crossed.
- This CD player is equipped with three (or two) OUTPUT jacks, FIXED, VARIABLE, and DIRECT.(DIRECT output jacks are provided for the DX-7500 only.)

NOTES:

- When using the DIRECT jacks, impurities are reduced and a more pure sound can be obtained, providing a more dynamic feeling.
- When recording onto a cassette deck, etc, using the DIRECT output jacks, "beat sound"can be recorded. If this occurs, use the other output jacks.

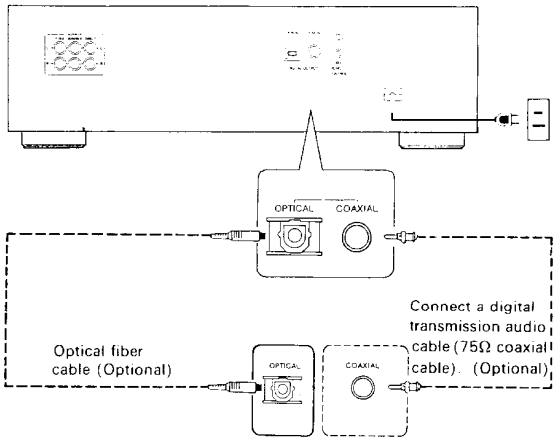


Connecting digital signals(DIGITAL OUTPUT)

- This unit has two digital audio interface format digital jacks, one for coaxial output and one for optical output. Use the one that matches your purpose.
- For optical output, remove the tip protection tube from the optical fiber cable, then connect as shown in the figure below.

NOTES:

- Do not use the analog pin cord for coaxial digital connections.
- The optical digital output jack has a protective cap. Remove this cap before using this jack. When not using this jack, always put this protective cap back on the jack.



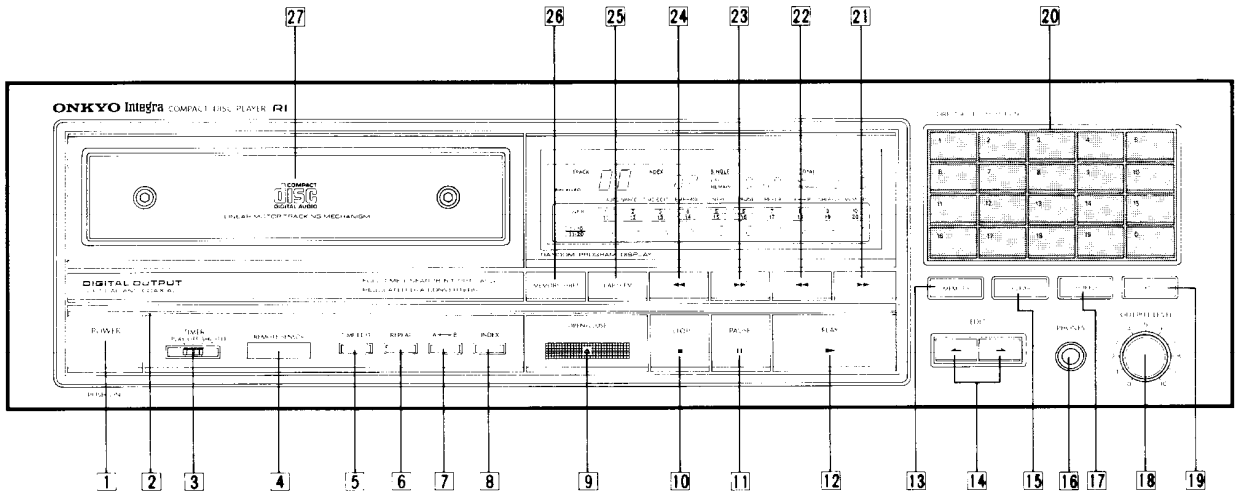
Remote Control jacks

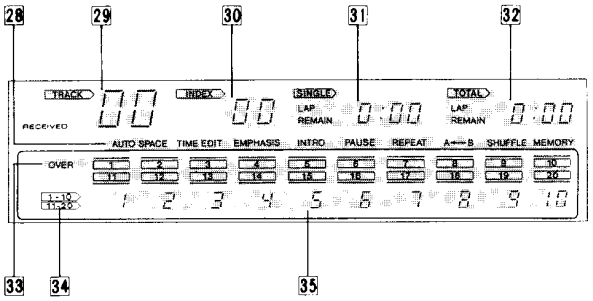
The remote control jacks are used to connect ONKYO products bearing the " RI " mark via the accessory remote control cable. The cassette deck with the " RI " mark can be operated using the RC-122C remote control transmitter provided as an accessory with the DX-7500/5500. When this unit is connected with Onkyo receivers or amplifiers bearing the " RI " mark, it can also be controlled by the remote control transmitter of that unit. (Refer to the operating instructions of your stereo receiver or amplifier for details.)

NOTE:

Do not connect the RI remote control jack to any unit that does not bear the Onkyo " RI " mark. Doing so may damage the unit.

Front panel facilities





1 **Power Switch (POWER)**
Press once to switch power on and press again to switch power off.

2 **Power Indicator**
Lights when the power is ON.

3 **Timer Play Switch (TIMER)**
The Timer Play Switch is used in conjunction with an audio timer. When a disc is loaded and the Power Switch is set to ON, the playing will begin automatically when the source is engaged.
PLAY: The playing occurs in the usual order, beginning with the first song.
SHUFFLE: The contents of the disc will be played back in random order.

4 **Remote Control Sensor (REMOTE SENSOR)**
Commands from the remote control transmitter are received here.

5 **Time Edit Button (TIME EDIT)**
Press this button to enter the time edit mode. The time edit function can be used for both editing and recording with a cassette deck or other recording equipment. Once the recording time for the cassette tape is designated, the number of tracks that can be recorded on both A and B sides is displayed.

6 **Repeat Button (REPEAT)**
Press this button to activate the repeat play mode. Repeat play can be used in conjunction with the normal and memory play modes.

7 **Block Repeat Button (A ↔ B)**
Press this button to set the beginning of the block repeat section and press again to set the end of the block repeat section. To stop the block repeat, press this button one more time. Block repeating is not possible during memory play.

8 **Index Search Button (INDEX)**
Press this button to advance the index number of the tracks. Each time you press the button, the index advances one number.

9 **Open/Close Button (OPEN/CLOSE)**
Press this button to open the tray and press it again to close the tray.

10 **Stop Button (STOP)**
Press this button to stop disc play.

11 **Pause Button (PAUSE)**
Press this button to briefly interrupt disc play. To resume disc play, press the PLAY button.

12 **Play Button (PLAY)**
Press this button to start disc play. If the tray is open, pressing this button automatically closes the tray, then starts disc play.

13 **Memory Button (MEMORY)**
Press this button to program track numbers into memory. Up to 20 tracks can be stored in memory.

14 **Edit Buttons (EDIT ← , →)**
Use these buttons to erase a track number from the Random Calendar 35 or add another track number to it.
← : When you press this, the number of the previous track will blink.
→ : When you press this, the number of the following track will blink.
These buttons have repeat capabilities, so by pressing them continuously you will advance through the Random Calendar and each track number will blink in succession.

NOTES:
- Press these buttons while the unit is in the stopped state to automatically set the memory mode.
- These buttons cannot be used during playback.

15 **Clear Button (CLEAR)**
Press this button to correct the track number or to cancel the last track number programmed into memory.

16 **Headphone Jack (PHONES)**
Stereo headphones with a standard stereo plug can be connected here.

17 **Shuffle Button (SHUFFLE)**
Use this button when you want the contents of the disc to be rearranged for play in random order.This function cannot be used in memory mode.

18 **Level Control Knob (OUTPUT LEVEL)**
Use this knob to adjust the output level (VARIABLE) and headphone output level. You can also use the attached remote control transmitter to automatically adjust the level.

19 **Plus Ten Button (+10)**
Press this button to select or program a track with a track number of 20 or higher. For example, to select Track Number 30, press this button three times, and then press 0.

20 **Number Buttons (1 ~ 19, 0)**
Press these buttons for a Direct Play or to program a track number into memory.

21 **Up Button (▶▶|)**
Press this button during disc play to advance to the beginning of the following tracks. The pickup moves ahead one track for each time this button is pressed.

22 **Down Button (|◀◀)**
Press this button during disc play to return to the beginning of the current track. Press twice to return to the beginning of the previous track, three times for the track before that, and so on.

23 **Fast Forward Button (▶▶)**
When this button is held down, the pickup moves forward over the disc. Disc play is resumed as soon as this button is released.

24 **Fast Reverse Button (◀◀)**
When this button is held down, the pickup moves backward over the disc. Disc play is resumed as soon as this button is released.

25 **Elapsed/Remaining Time Button (LAP/REM)**
Press this button to see the elapsed time (LAP) on the Time Display [31] as well as the Total Time Display [32]. Press it again to see the remaining time (REM) on both displays.

26 **Memory Shift Button (MEMORY SHIFT)**
Press this button when you want to find out the contents of the memory. The memory contents display can be switched between memory channels 1-10 and 11-20.

27 **Disc Tray**
Place a compact disc in this tray. The tray is opened and closed by the OPEN/CLOSE button [9].

28 **Indicators**
AUTO SPACE: Lights up when the auto space function is operating. The auto space function inserts a blank space lasting approx. 4 seconds between tracks. (The AUTO SPACE button is featured on the remote control transmitter. See page 10.)
TIME EDIT: Lights up while the time edit mode is operating.
EMPHASIS: Lights up when pre-emphasis is on for the disc.
INTRO: Lights up while the "INTRO" play mode is operating. (The INTRO button is featured on the remote control transmitter. See page 10.)
PAUSE: Lights up when the pause mode is engaged.
REPEAT: Lights up when the repeat play mode is set.
A ⇄ B: Lights up while the block repeat (A → B) mode is set.
SHUFFLE: Lights up when the shuffle play mode is set.
MEMORY: Lights up during memory play or when a selection is programmed into the memory.

29 **Track Number Display**
Displays the total number of tracks on the disc, or the selected track number during the program, or the number of the track that is currently being played.

30 **Index Number Display**
Displays the index numbers of the track.

31 **Time Display (SINGLE)**
LAP: Displays the elapsed time of the current track.
REMAIN: Displays the remaining time of the current track.
Displays the specified time (tape length) when the time edit mode is set.

32 **Total Time Display (TOTAL)**
LAP: Displays the total elapsed time from the beginning of play.
REMAIN: Displays the total remaining time until the end of play.

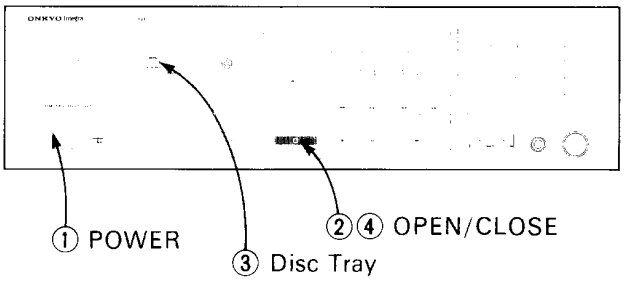
33 **Music Calendar Display**
When a disc is inserted, the indicators for all of the track numbers recorded on the disc light. (When the number of tracks on the disc exceeds 20 tracks, the OVER indicator lights.) During playback, the number indicators light up for the tracks which are to be played. For the track that is currently playing, the red bar for the corresponding number lights up.

34 **Memory Shift Indicator (1—10, 11—20)**
During memory program, the number displayed on the Random Calendar Display [35] shows the contents of either channels 1-10 or 11-20. During memory play, each time the Memory Shift Button [26] is pressed, this indicator lights, and the memory contents are displayed on [35]. During memory play, the indicator goes out automatically about 7 seconds after it lights.

35 **Random Calendar Display**
Indicates the track number of selections in sequence they will be played. After the tracks have been memorized, they are divided into different separate groups of "1 to 10" and "11 to 20" for display. When the number of tracks exceeds 29, "-" is displayed in place of the actual track number.

Operations

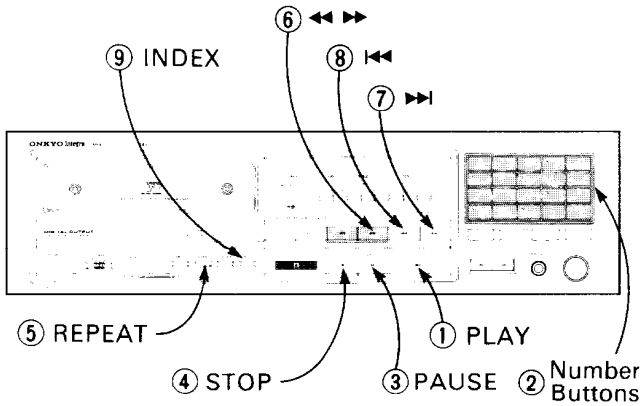
To Load a Disc

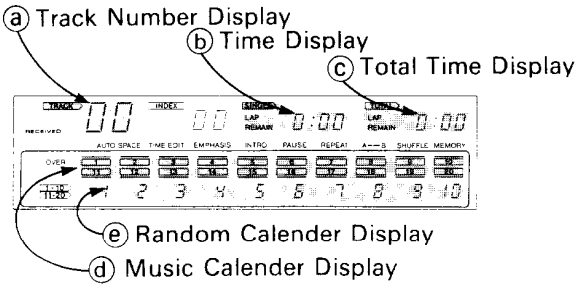


① Press the POWER switch to turn on the power.
② Press the OPEN/CLOSE button to open the Disc Tray.
③ Put the disc in the Disc Tray with its label facing up.
④ Press the OPEN/CLOSE button again to close the disc tray.

- The disc is ready for play when the following indications appear on the display.
  Track Number Display: The total number of tracks on the disc.
  Total Time Display: The total playing time of the disc.
  Music Calendar Display: All of the track numbers on the disc and their red bars light. (When the number of tracks exceeds 20, the OVER indicator lights.)
  Random Calendar Display : Indicates the track number of selections in playback order.
- If nothing is displayed, this may mean that there is no disc, or that the disc is in upside down. If that is the case, take out the disc and put it in right side up.
- When you put the disc in the disc tray, if you press the PLAY button [12] instead of the OPEN/CLOSE button, the tray is closed automatically and the first song begins to play.

To Play a Disc (Normal Play)





① To listen to a disc from the beginning, press the PLAY button.
- The disc begins playing from the first song.

The display shows the following:
- ⓐ Track Number Display: The current track number
- ⓑ Time Display: The elapsed playing time or remaining playing time for the track that is playing
- ⓒ Total Time Display: The total playing time which has elapsed from the start of play or the total time remaining until play is completed
- ⓓ Music Calendar Display: The track number for the track which is currently playing and all of the tracks remaining to be played (The red bar lights adjacent to the track number for the track that is currently playing.)
- ⓔ Random Calendar Display: The following track numbers in the order in which they will be played.

- After a disc is played all the way to the end, the display resets to the initial condition when the disc is loaded.

② To start from a specific song, using the Number Buttons to select the desired song (Direct Play). The display appears as follows.
- ⓐ Track Number Display: The selected song number
- ⓓ Music Calendar Display: The numbers for all of the remaining selections to be played.
- ⓔ Random Calendar Display: The track number of the selections in the sequence they will be played.

③ To pause during playing, press the PAUSE button.
- The Pause Indicator lights and the playing stops temporarily.
- To resume playing, press the PLAY button. The playing starts up again from exactly where it left off.

④ To stop the playing, press the STOP button.
The display appears as follows.
- ⓐ Track Number Display: The total number of tracks on the disc.
- ⓒ Total Time Display: The total playing time for the disc.

⑤ To listen to all the songs over and over, press the REPEAT button. (You can press this button before playing begins or in the middle of playing.)
- The Repeat Indicator lights and when the playing reaches the end of the disc, it starts again from the first song.
- To stop the repeat play, press it again.

⑥ To move forward or backward quickly while a disc is playing, press the ▶▶ button or the ◀◀ button.
- The pickup continues to move rapidly forward or backward as long as you hold down the ▶▶ button or ◀◀ button. While the pickup is moving rapidly forward or backward, the music can be heard at low volume (about −12 dB).
- If you fast forward all the way to the end of the disc, the pickup stops.

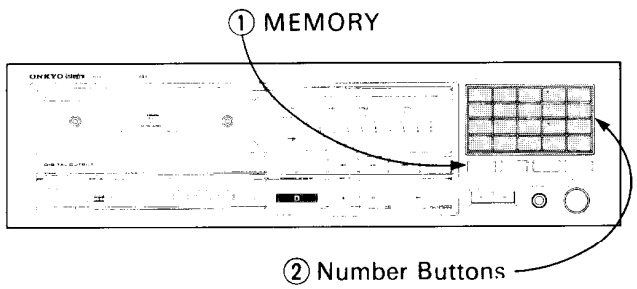
⑦ To move on to the next track, press the ▶▶| button.
- The playing of the current track is interrupted and the pickup moves to the beginning of the next track.
- The pickup moves ahead one track for each time you press the ▶▶| button.

⑧ To return to the beginning of the track during playing, press the |◀◀ button.
- The playing is interrupted and the pickup moves back to the beginning of the current track. If the Time Display is "0:00" (in other words, if the pickup is already at the beginning of the track), the pickup moves to the beginning of the preceding track.
- If you press the |◀◀ button again before the pickup reaches the beginning of the current track or you press the |◀◀ button twice in a row, the pickup goes to the beginning of the previous track.

⑨ To specify an index of the track, press the INDEX button.
- When you have entered the number of the track you want, play will begin. Specify the index number of the track that you want, and then press this button. Each time you press the button, the index will advance for one track. If the specified index number is not found, play will begin from the first index entry.

NOTES:
- Specifying an index number can be done during play or during pause.
- To backtrack the index, press the track number once again, or press the |◀◀ button. This will take you back to the beginning of the track. Press the INDEX button again to display the index number once again.
- For a track beyond the 20th, the remaining time of the Time display shows "—: — —".

To program the Memory



① Press the MEMORY button
- The memory indicator lights up and "—" flashes on the Random Calendar Display. If this is pressed during playback, the track currently being played becomes the first selection in the memory, and the display flashes several times.
- The Time Display and the Total Time Display give the remaining time mode. (When the MEMORY button is pressed during playback, the Time Display does not change.)
- When this button is pressed, the player sets for the auto space mode and the auto space indicator lights.

② Select the track you want, using the Number Buttons.
- To continue programming the memory, enter the number of the next track to be programmed. Up to 20 songs can be programmed in the memory by repeating this step.
- The display appears as follows.
- ⓐ Track Number Display: The selected track number.
- ⓑ Time Display: The playback time for the selected track.

ⓒ Total Time Display: The total playback time for the selected tracks.
ⓓ Music Calendar Display: The red bar(s) for the number light for the selected track number(s).
ⓔ Random Calendar Display: The selected tracks are indicated in playback order. (When the tracks are programmed during the play mode, the programmed track number flashes continuously on the display.)

NOTE:

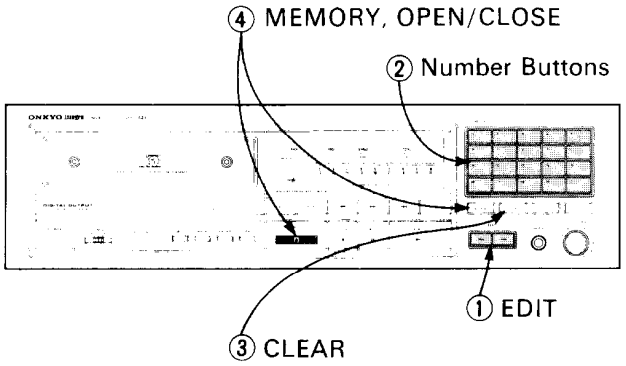
The memory can be programmed during playback, but the Track Number Display, Time Display, Total Time Display, and the red bar of the Music Calendar Display indicate the track currently being played.

- When more than 11 tracks are programmed, the memory shift indicator shifts from 1–10 to 11–20 and the track numbers after the 11th track are displayed on the Random Calendar Display.
- When more than 21 tracks are programmed, the cursor for the Random Calendar Display disappears. During the memory play mode, "F" flashes to indicate that no more tracks can be played.

NOTES:

- If the Total Elapsed Time (LAP) for all play, including Memory Repeat mode, exceeds 99 minutes 59 seconds, the Total Time Display starts again from 0:00. Therefore, you can calculate the Total Elapsed Time by adding the new figure to 99 minutes 59 seconds.
- If the Total Remaining Time is more than 99 minutes 59 seconds, the Total Time Display shows "—: — —".
- If more than 20 song numbers are entered, "—: — —" is displayed in the Time Display.
- When the total playback time for the programmed tracks exceeds 99 minutes 59 seconds, the Total Time Display shows "—:— —".

To change the contents of the memory:



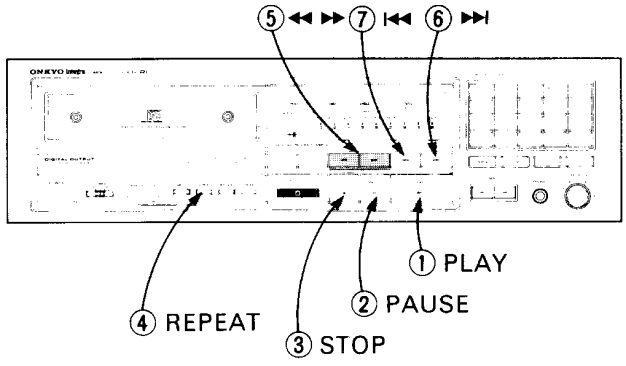
① Press the EDIT buttons (← , →)and select the position in the Random Calendar that you want to change. (The selected number flashes.)
- This function cannot be performed during the play mode. To perform this function, you must first press the STOP button.

② With the Number Buttons, select the track that you want to add to the memory. The added track will be memorized under the flashing number, re-registering the previous track under the following number.
③ If you press the CLEAR button, the track number that is flashing will be cleared and the following track number will replace the eliminated one.
④ To delete all the programmed tracks in the memory, press either the MEMORY button or the OPEN/CLOSE button.

NOTES:

- When the EDIT buttons are pressed during the normal stop mode, all the tracks recorded on the disc are memorized and the edit mode is set automatically. (For a disc recorded with more than 21 tracks, only 20 tracks are memorized.)
- To check the number of a track represented in the display by a bar (—), use the EDIT button to illuminate that selection. The track number will appear in the Track Number Display.
- The CLEAR button can be used even during playback. Pressing the CLEAR button during playback or before using the EDIT button, cancels the last track number in memory.

To Play the Memory



① To listen to the disc from in memory in the programmed order, press the PLAY button.
- Play begins in the programmed order, i.e. beginning with the first track programmed in the Random Calendar.
- The current track number is displayed in the Track Number Display.

② To pause during playing, press the PAUSE button.
- The Pause Indicator lights and the playing stops temporarily.
- To resume playing, press the PLAY button. The playing starts up again from exactly where it left off.

③ To stop the playing, press the STOP button.
- The total time of the tracks programmed in the memory is displayed in the Total Time Display.

④ To listen to all the tracks over and over, press the REPEAT button. (You can press this button before beginning to play the disc or while playing the disc.)
- The Repeat Indicator lights and when the disc player reaches the end of the sequence of tracks programmed into memory it repeats that sequence.
- To stop the repeat play, press it again.

⑤ To move forward or backward quickly within the current playing track, press the ▶▶ button or the ◀◀ button.
- The pickup continues to move rapidly forward or backward in the current playing track as long as you hold down the ▶▶ button or ◀◀ button. In this case at about 20 times normal playing speed. While the pickup is moving rapidly forward or backward, the sound can be heard at low volume (about −12 dB).
- When the pickup is forwarded to the end of the current track by pressing the ▶▶ button, the pickup comes to the next programmed track and normal playback begins. When the ◀◀ button is pressed, the pickup comes to the beginning of the current track and normal playback begins from this position.

⑥ To skip to the next track, press the ▶▶| button.
- The playing of the current track is interrupted and the pickup moves to the beginning of the next track in memory.

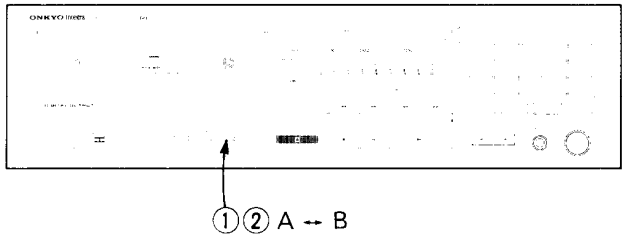
- The playing skips ahead one track in memory for each time you press the ▶▶| button.

⑦ To return to the beginning of the track during playing, press the |◀◀ button.

- The playing is interrupted and the pickup moves back to the beginning of the current track. (If the Time Display is "0:00" in other words, if the pickup is already at the beginning of the track, the pickup moves to the beginning of the preceding track in memory.)
- If you press the |◀◀ button again before the pickup reaches the beginning of the current track or you press the |◀◀ button twice in a row, the pickup goes to the beginning of the preceding track in memory.

For Block Repeat (A ↔ B)

- This function plays a specified block repeatedly.



① To set the beginning and ending points of the block, press the A ↔ B button. Press once at the beginning of the block repeat (point A) (block repeat indicator (A ↔ B) flashes on and off) and once again at the end of the block repeat (point B) (block repeat indicator remains lit). The section between A and B is played repeatedly. The ending point must be at a disc location after the starting point.

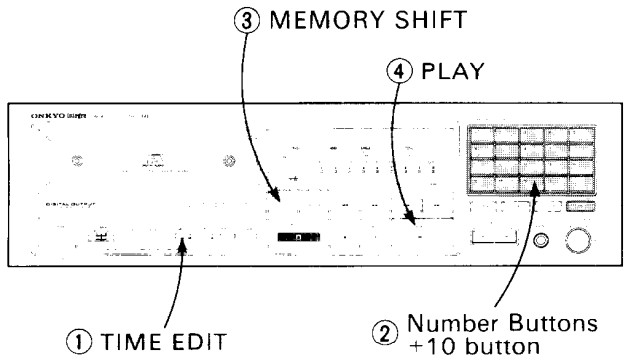
② To cancel the block repeat, press the A ↔ B button once more. Disc play will then continue until the end of the disc.

NOTES:

- It is not possible to use the block repeat function during memory play.
- The block repeat mode is cancelled if the ▶▶| or |◀◀ button is pressed.

Using the Time Edit Function

- This function is convenient for recording and editing tapes.



① Press the TIME EDIT button.

- The time edit indicator lights and "C:– –" appears on the Time Display. (When this button is pressed during normal play, the player stops and sets to this state.)

② Specify the tape length using the +10 button and the Number Buttons. For example, to input "46," press the +10 button 4 times and then press the Number Button "6".

- Automatic calculation of the number of tracks entered on the A and B sides begins. The order is the order in which the tracks are entered on the disc.
- With the memory function operating, this mode is basically the same as the normal mode. Calculation is performed in the order in which tracks are programmed in the memory.
- After calculating the recording track times, the last track on A and B sides is indicated on the Track Number Display and the total playback time for both side A and side B is indicated on the Total Time Display. (The track number for the track that has just played changes on the random calendar several times and the tracks to be recorded on side A are displayed.)

③ The contents of the time edit can be checked by pressing the MEMORY SHIFT button. When the 〈1–10〉 on the memory shift indicator lights, the contents of side A can be checked; when 〈11–20〉 lights, the contents of side B can be checked.

- To cancel the time edit mode, press the TIME EDIT button again so that the TIME EDIT indicator goes out and the player sets to the normal mode.

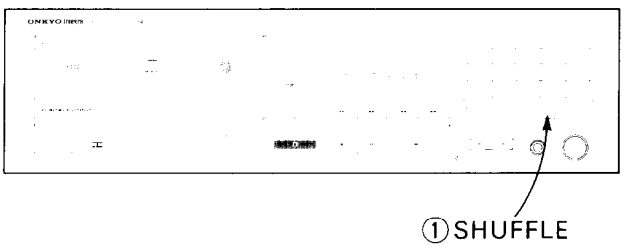
④ Press the PLAY button.
When playback of the last track on side A is completed, the pause mode is set automatically.

- Press the PLAY button to start playback again.
  The pause mode is canceled and side B plays.

NOTE:

- The time edit mode does not function for discs with more than 20 tracks recorded on them, or when the first track is longer than half of the indicated time.
- During time edit play, buttons other than ◀◀ , ▶▶ , STOP, OPEN/CLOSE, PLAY, PAUSE, MEMORY SHIFT and LAP/REM buttons cannot be used for input.

To playback in random order (Shuffle Play)



① Press the SHUFFLE button.

- When this button is pressed, the shuffle indicator and auto space indicator light up and the auto space function is automatically entered. Performance automatically begins.

NOTES:

- A maximum of 20 tracks can be played in the shuffle play mode.
- In the Shuffle Play Repeat mode, when all of the tracks have been played back once, the order will be changed and the playing will be repeated with a different track progression.
- When the STOP button is pressed, player operation shifts from the shuffle play mode to the normal play mode.

Using the remote control transmitter

- All the operations, except for turning the unit ON/OFF, can be controlled from remote locations. Set the CD/TAPE Selector switch of the remote control transmitter to CD.
- When a cassette deck bearing the Onkyo " RI " mark is connected to the remote control jacks of the DX-7500/5500 models, the deck can be controlled by this remote control transmitter. Set the CD/TAPE selector switch to TAPE. At this setting, the forward play, reverse play, stop, rec/pause, fast forward, fast rewind functions can be operated by remote control.

Batteries

- The remote control transmitter is powered by two batteries. Before using this unit for the first time, insert the two batteries (included) as shown in the diagram.
- Average battery life is about one year. This period may be shorter depending on the frequency of use and environment (temperature and humidity) in which the remote control transmitter is used.
- If the remote control transmitter does not operate even though front panel controls function normally, the batteries should be replaced. Use only batteries listed in the following chart.

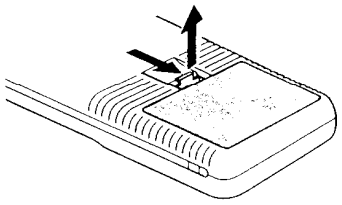
Type	Voltage	Size
Manganese	1.5V	AA R6 UM-3

NOTES:

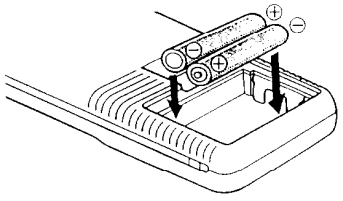
1. Do not leave an expired battery in the case as it may leak or damage the battery case.
2. When inserting the batteries, be sure the (+) and (−) ends are properly aligned.
3. Do not use nickel-cadmium (rechargeable) batteries.
4. Do not use one specified (manganese) battery and one alkaline Battery at the same time.
5. Replace both batteries at once; do not use one old and one new battery together.

Transmitter Battery Replacement

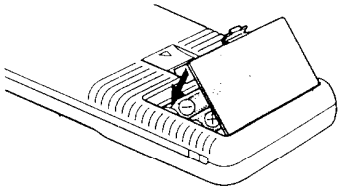
① Push the battery cover on the rear of the transmitter in the direction of the arrow and lift it up.

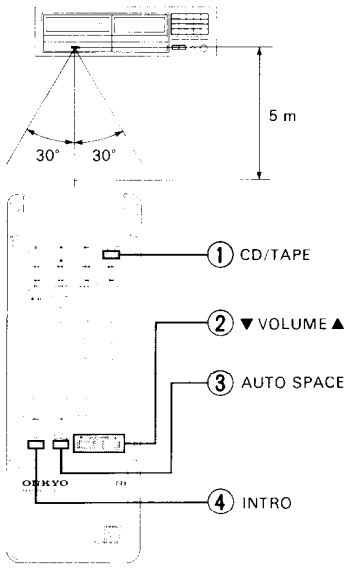


② Load the two batteries that came with the transmitter or two batteries listed in the table. Load them with the + and - ends facing as shown in the diagram.



③ Put the battery cover back in place.





Special functions of the remote control transmitter

① **CD/TAPE Selector Switch**
This switch switches transmission of remote control functions for the remote control transmitter between the CD and cassette tape deck.

② **INTRO Button**
Press this button to enter the "INTRO" play mode. The Intro play function automatically locates the beginnings of the tracks on a disc and plays about the first seven seconds of each one. It is particularly useful for rapidly checking the contents of a disc. When this button is pressed, the INTRO indicator lights up.

③ **AUTO SPACE Button**
Press this button to switch the auto space function on and off. When the auto space function is operating, the auto space indicator lights and a blank space lasting approx. 4 seconds is inserted between tracks.

④ **VOLUME UP (▲) DOWN (▼) Button**
Press these buttons to adjust the headphone volume and variable output level.

- Precautions

1. Remove the batteries if the remote control transmitter is not going to be used for a long time.
2. The batteries of the remote control transmitter must be replaced periodically.
3. This unit uses infrared rays. Therefore, commands may not be received properly if the front panel of the DX-7500/5500 is exposed to bright light. To prevent this from occurring, place the DX-7500/5500 so that it is not directly exposed to bright light.
4. If the DX-7500/5500 is placed inside an audio rack behind a glass door, the door should not have colored glass or have any decorations on it, since this could shorten the range or prevent commands from being received.
5. Use of other infrared remote control devices in the same room may cause interference.
6. The transmitter operates up to a distance of about five meters (16 feet). The transmitting window must always be pointed at the reception window when a command is sent to the CD player.
7. If this remote control transmitter does not operate properly, confirm that the batteries are not dead. If the problem persists, contact your Onkyo Service Center.

Troubleshooting guide

Problem	Cause	Remedy
Power switch is pressed but power does not come on.	• Power cord plug is not properly connected to AC outlet.	• Insert plug firmly.
Disc loaded but play does not begin.	• Disc is loaded upside-down. • Disc is dirty. • Dew on pickup.	• Load disc with the label side facing upward. • Clean the disc. • Place unit in warm place for about one hour.
No sound.	• Incomplete connections. • Improper input selector switch setting on amplifier.	• Insert all plugs firmly in jacks. • Set switch to proper position.
Skipping.	• Disc is dirty. • Disc is scratched. • Unit has been exposed to a strong bump.	• Clean the disc. • Use another disc. • Place the unit in a more stable location.
Search time (when moving to a specific track) is extremely long.	• Disc is dirty. • Disc is scratched.	• Clean the disc. • Use another disc.
Track numbers cannot be stored in the memory.	• No disc is in the tray. • Disc is being played. • A track number not on the disc is being used. (Remote Control Operation)	• Load a disc. • Stop disc play. (Memory entry is not possible during disc play.) • Use only track numbers on the disc.

Specifications

Compact Disc Player	**Model DX-7500**	**DX-5500**
Signal readout system:	Optical non-contact	Optical non-contact
Reading rotation:	About 500–200 r.p.m. (constant linear velocity)	About 500–200 r.p.m. (constant linear velocity)
Linear velocity:	1.2–1.4 m/s	1.2–1.4 m/s
Error correction system:	Cross interleave readsolomon code	Cross interleave readsolomon code
Decoded bits:	18 bits linear	18 bits linear
Sampling frequency:	352.8 kHz (eight-times oversampling)	176.4 kHz (four-times oversampling)
Number of channels:	2 (stereo)	2 (stereo)
Frequency response:	2 Hz–20 kHz	5 Hz–20 kHz
Total harmonic distortion:	0.0015% (at 1 kHz)	0.003% (at 1 kHz)
Dynamic range:	103 dB	96 dB
Signal to noise ratio:	110 dB	96 dB
Channel separation:	103 dB (at 1 kHz)	96 dB (at 1 kHz)
Wow and Flutter:	Below threshold of measurability	Below threshold of measurability
Output level:	2 volts r.m.s.	2 volts r.m.s.
Power consumption:	23 watts	15 watts
Power supply rating:	USA & Canadian Models: AC 120V, 60Hz Worldwide Model: AC110~120V/220~240V switchable, 50/60Hz	USA & Canadian Models: AC 120V, 60Hz Worldwide Model: AC 110V, 120V, 220V, 240V switchable, 50/60Hz
Dimensions (W x H x D):	435 x 131 x 365 mm 17-1/8" x 5-1/8" x 14-7/16"	435 x 131 x 365 mm 17-1/8" x 5-1/8" x 14-7/16"
Weight:	8.8 kg, 19.4 lbs.	8 kg, 17.6 lbs.
Supplied accessories:	• Output signal cord • Remote control transmitter RC-122C • UM-3/R6/AA • RI remote control cable	• Output signal cord • Remote control transmitter RC-122C • UM-3/R6/AA • RI remote control cable

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